

GAME BOY ADVANCE

AGB-B8QE-USA

PIRATES  
*of the*  
CARIBBEAN  
DEAD MAN'S CHEST



INSTRUCTION BOOKLET





**PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.**

### **WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions**

**Altered vision**

**Eye or muscle twitching**

**Involuntary movements**

**Loss of awareness**

**Disorientation**

- To reduce the likelihood of a seizure when playing video games:
  1. Sit or stand as far from the screen as possible.
  2. Play video games on the smallest available television screen.
  3. Do not play if you are tired or need sleep.
  4. Play in a well-lit room.
  5. Take a 10 to 15 minute break every hour.



## **WARNING - Repetitive Motion Injuries and Eyestrain**

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

## **WARNING - Battery Leakage**

Nintendo portable video game systems contain a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your hardware. If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.



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**THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE, GAME BOY® MICRO, OR NINTENDO DS™ VIDEO GAME SYSTEMS.**

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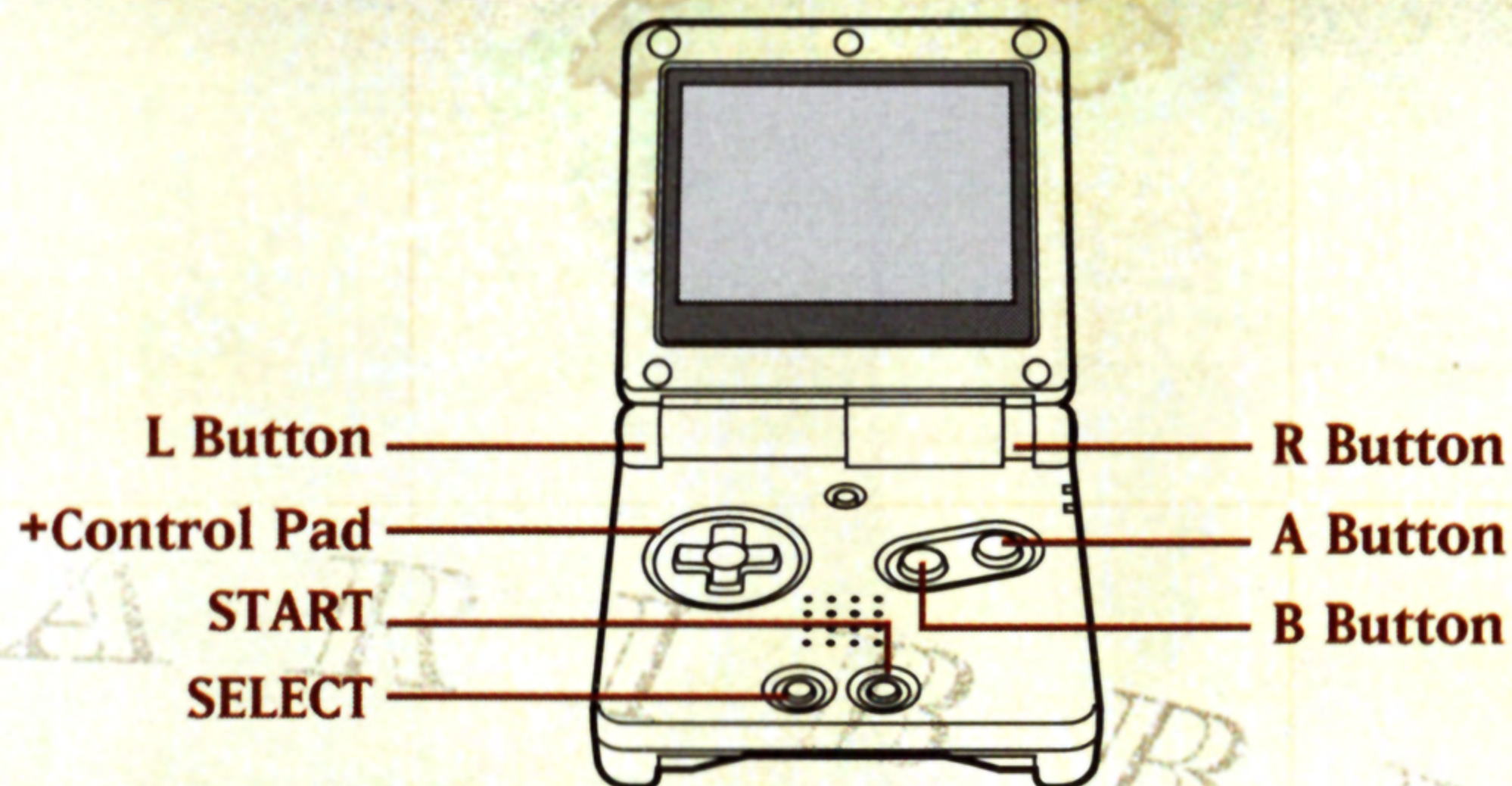
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# CONTROLLING THE PLAYER



## Adventuring on Land Controls

**+Control Pad Left, Right...** Controls Jack Sparrow

**+Control Pad Up...** Climb up. Temporarily moves camera up

**+Control Pad Down...** Duck or climb down  
Temporarily moves the camera down (when ducking)

**A Button...** Jump

**B Button...** Attack

**L Button...** Toggle Sub Weapons



**R Button...** Use Sub Weapon

**START...** Pause/In-Game Options screen

**SELECT...** Character Stats Menu/Treasure Menu/  
Combo List Menu/Active Rumors

## Seafaring Controls — Sailing

**+Control Pad Left, Right...** Controls the direction of the ship's movement

**R Button...** Navigation Map, World Map

**L Button...** Exit the Navigation, World Map

**START...** Pause/In-Game Options screen (Save, Load, etc)

**SELECT...** Crew Management & Ship Management Screens  
& Active Rumors

## Seafaring Controls — Combat

**+Control Pad Left, Right...** Control the ship's movement

**A Button...** Fire Starboard (Right) Cannons

**B Button...** Fire Port (Left) Cannons

**L Button...** Toggle through "Jolly Roger" shot types

**R Button...** Activate Selected Special

**START...** Pause/In-Game Options screen (Save, Load, etc)





# INTRODUCTION

*Play as Captain Jack Sparrow, the most cunning and eccentric Pirate on the Seven Seas. Thrown once again into the world of the supernatural, Jack discovers that he owes a blood debt to the infamous Davy Jones, Captain of the ghostly Flying Dutchman. Time is running out. Armed with his trusty sword, Jack must save his friends and find a way out of his debt or else be doomed to eternal damnation and servitude in the afterlife.*







# MAIN MENU



Move the **+Control Pad Up** or **Down** to browse through the menu. Press **A Button** to select and confirm choice. Press **B Button** to go back to previous menu.

**New Game** ... Allows the player to begin an entirely new game.

**Load Game** ... Allows the player to load a previously saved game.

**Options** ... The player may adjust the language, difficulty, gamma, music/sound effects volume, and view the credits.





JAMAICA

## NOTORIETY

In the pirating world of the Caribbean, word travels fast. Your actions, whether fierce or cowardly, will be talked about on the islands and your infamy is carried with you wherever you go.

As you increase your pirate notoriety, you will unlock Jack's Special Pirate combos. You may view these combos at any time by pressing **SELECT** and toggling to the Combo List.





# ADVENTURING ON LAND

Much of your adventure will take place while docked in port or anchored off shore. Like on the sea, danger is at every turn.

## THE GAME INTERFACE

**Health**.... Displays current health.







## ATTACKING WITH THE BLADE

You begin your adventure wielding the basic saber. As you progress through the game and acquire gold, you'll be able to purchase new and better swords in the shipyards on the different islands you visit.

## HEALTH

If your health starts dropping, you should find some food. If the health bar reaches zero, the hero will perish and re-spawn.



Apple



Turkey Leg



Banana



## ATTACKING WITH A SUB WEAPON

Cycle through the available sub weapons by pressing the **L Button**. You may use one of these items at any time by pressing the **R Button**.



Dagger



Bomb



Exploding  
Bottle



Cursed Tiki



Bone Club



Captain's  
Hook



Exploding  
Drink



James H's  
Broken  
Clock





# STATUS

Press **SELECT** while Jack is adventuring, then press **L Button** or **R Button** to toggle through the menus.



## Character Statistics

Character Health

Notoriety

Gold

Current Permanent Inventory

Current Temp Weapon Listed



## Combination Attacks

Shows unlocked Advanced Attacks and how to complete them.

Highlighting an attack in the list will display a brief description of the attack.





## TREASURE INFO

- Displays a list of collected treasures/Legendary Treasures.
- Highlighting an item in this list will display a brief description of the treasure, including any Legendary bonus.



## ACTIVE RUMORS MENU



- Shows currently active/purchased rumors. The Active Rumors are clues that can be purchased from Taverns that will direct Jack towards various treasures or First Mates.





# SEAFARING

To get from place to place, you must pull up anchor and sail to the next port of call.  
The sea has its own set of perils. Prepare yourself!

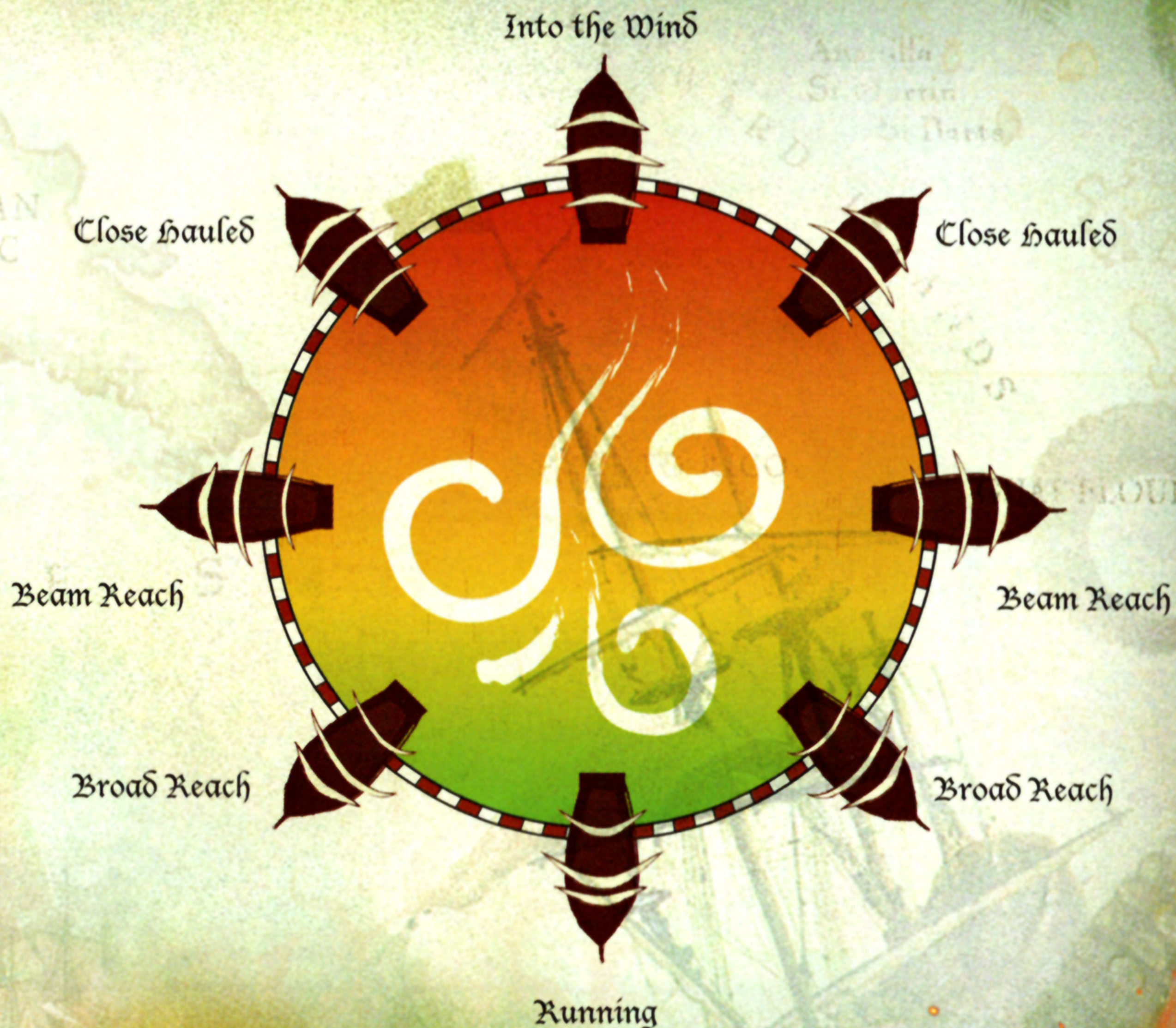
## SEAFARING INTERFACE





# THE WIND

This diagram shows the **fastest** and **slowest** ways to use the wind.





## YOUR CREW

Mutiny is always a threat to pirate captains. By keeping your ship well-stocked, monitoring the length of your journeys, and stopping at ports and taverns along the way, you will ensure your crew's happiness. As Captain, you must always be vigilant of your crew's mental and physical well being.

### ITEMS

Consumables help maintain the crew's temperament on long journeys. These include sacks of oranges and drink barrels.



**Drink Barrel**



**Sack of Oranges**



# SHIP STATUS

Press **SELECT** while sailing, then press **L Button** and **R Button** to toggle through the menus.



## Crew Management

Pirating Score

First Mate Information

Crew status

Supplies status (food/drink)



## Ship Management

Ship Stats

Available Ship Upgrades



## FIRST MATES

If you manage to impress a potential first mate by acquiring a specific set of Treasure, you will be presented with the opportunity to bring them into your crew. Each First Mate has their own personality, and will bring certain bonus strengths (and potentially some additional risks) to the ship they sail with.

When you choose a new First Mate, the old mate returns to his home port, and can be located and recruited again if you change your mind (as long as the conditions for recruiting that first mate are still satisfied).



# TREASURE

There will be multiple pieces of treasure, which add to your Pirating Score. You will be able to visit the Treasure menu to see the names and very short descriptions of each piece of Treasure you've found.



Crown



Goblet



Scepter



Statue

## LEGENDARY TREASURE

Few and far between, these legendary items are said to grant strength and other abilities to those who hold them. These items will also increase your Pirating score. Once collected, they will provide a permanent bonus to the player.



Ring of  
Calico Jack



a Black  
Pearl

and many  
many more...



## DOCKING

To make port and disembark onto an island, simply sail into the vicinity of the docks on an island. The Sailing mode will automatically transition into the appropriate Island Navigation screen. When ready to leave an island, select the "Set Sail" option from the Island Navigation screen.



## SEA COMBAT



### SEA COMBAT ARENA

When you engage with a hostile ship on the world map, you will enter "Sea Combat."



## BOARDING MODE

When an enemy ship becomes severely damaged, but not destroyed, it becomes disabled and unable to sail or move. At this point you can ram the ship and *prepare to board!*



If boarding is successful, you will enter an Adventure map that corresponds to the type of enemy ship you are battling. At this point you fight the various enemies and collect treasure, sacks of oranges, and drink barrels to replenish your supplies. When you have successfully returned to your ship, play returns to the Seafaring map and the enemy ship sinks.

## ESCAPING BATTLE

Escape battle by "running" and maintaining a minimum distance from the enemy ship. There will be a small Pirating score penalty for running from battle.



## JOLLY ROGER ABILITIES

These are special abilities that can be activated during Sea Combat. They can be purchased from merchants or acquired by boarding enemy ships and stealing their supply.



**Ballast Shot**



**Dog Shot**



**Rum Shot**



**Chain Shot**



**Fire Shot**



**Silverware**

## THE SHIPYARD

You may visit the Shipyard at any island to peruse available ship upgrades.

Once purchased or acquired, you can modify your upgrades by visiting the Ship Management menu while sailing. Only one upgrade can be equipped per ship feature (Sail, Hull, or Cannon).



## THE TOWN

This is where you will find the Island's Tavern. Visit the Tavern to hear rumors of valuable treasures and their hidden locations.

Once you have heard a rumor, it will appear in your Active Rumors Menu until you have located the treasure. You may also return to the Tavern at any time to view your Active Rumors or listen to new rumors.



## SAVING AND LOADING

After docking at an island, you may press the **L Button** at any time while viewing the island's map to access the Save Game menu. You may also access the Save Game menu by selecting the Save option after choosing to Set Sail from the island.

You will have *two* Save slots in which you may save games. You may load a previously saved game by selecting Load Game from the Main Menu.



# CUSTOMER SUPPORT INFORMATION

## Internet Support

To access information about Buena Vista Games on the World Wide Web, point your browser to [www.bvg.com/support](http://www.bvg.com/support). You may also email a Buena Vista Games Customer Support representative at [handheld.support@buenavistagames.com](mailto:handheld.support@buenavistagames.com).

## Games Hints and Tips

Game hints and tips are available on the Buena Vista Games Customer Support website. To access Game Hints and Tips on the World Wide Web, point your browser to [www.bvg.com/support](http://www.bvg.com/support).

## Mailing Address

If you wish to write us, our address is:  
Buena Vista Games Customer Support  
500 South Buena Vista Street  
Burbank, CA 91521-8139.

## Telephone Support

You may contact Buena Vista Games Customer Support at (888) 817-2962. If you need additional information, our Customer Support staff for the U.S. and Canada is available Monday through Friday from 8:30 a.m. to 5:30 p.m. (Pacific Time).

### TTY/TDD Users

Please contact us by telephone through your local relay service. Customer Support staff for TTY/TDD users is available Monday through Friday 8:30 a.m. to 5:30 p.m. (Pacific Time). Our toll free number is (888) 817-2962.

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# EXPERIENCE THE SWASHBUCKLING SECOND ADVENTURE OF CAPTAIN JACK SPARROW

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motion picture event  
of the summer!

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